



Wink Murder

A super classic, that is always fun to play.

The group will need to be sat/stood in a big circle.

You will need to get someone to volunteer to be the detective. They must leave the room for a short while the rest of the group decides who is going to be the murderer.

When this decision has been made the detective can come back in the room and they will need to stand in the middle of the circle.

The idea is that the murderer must wink at people, who will then pretend to die. The more dramatic the better. The murderer needs to do this so that the detective does not see. If the detective successfully identifies the murderer then the process is started again.

If you wish, you can give the detective only three attempts at identifying the murderer. This will discourage blatant guessing!

Group Size: Up to 30

Key Stages: Upper KS2, KS3, KS4 and KS5

Team Building Skills: Common goals, Concentration

Equipment: No equipment needed



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